

What is claimed is:

1. A method for providing an authorization service in a gaming network including
5 gaming machines, the method comprising:

publishing the availability of the authorization service on the gaming network;
discovering by a service provider the availability of the authorization service; and
processing one or more service requests between the service provider and the
authorization service, said service requests conforming to an internetworking protocol.

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2. The method of claim 1, wherein the authorization service comprises a web service.

3. The method of claim 2, wherein the service request is formatted according to a service
description language.

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4. The method of claim 3, wherein the service description language is a Web Services
Description Language (WSDL).

5. The method of claim 2, wherein the authorization service is registered in a UDDI
20 registry.

6. The method of claim 2, wherein the authorization service accesses an authorization
database.

25 7. The method of claim 1, wherein the authorization service is a local service in the
gaming network.

8. The method of claim 7, wherein the authorization service is provided at a well known
location.

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9. The method of claim 8, wherein the well known location comprises a TCP/IP address and port.

10. The method of claim 8, wherein the well known location comprises a message queue.

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11. The method of claim 8, wherein the well known location comprises a file location for performing a file transfer operation.

12. The method of claim 7, wherein the authorization service is registered in a local environment for the service.

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13. The method of claim 1, further comprising returning authorization results to the service provider.

14. The method of claim 13, wherein the authorization results comprise an access list for a set of client credentials submitted to the authorization service.

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15. A gaming network system providing an authorization service, the gaming network system comprising:

a service provider communicably coupled to the gaming network;

at least one gaming machine communicably coupled to the gaming network and operable to request a service from the service provider; and

an authorization server hosting an authorization service, said server communicably coupled to the gaming network and operable to:

publish the availability of the authorization service on the gaming network; and process one or more service requests between the service provider and the authorization service, said service requests conforming to an internetworking protocol.

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16. The gaming network system of claim 15, wherein the authorization service comprises a web service.

17. The gaming network system of claim 16, wherein the service request is formatted
5 according to a service description language.

18. The gaming network system of claim 17, wherein the service description language is a Web Services Description Language (WSDL).

10 19. The gaming network system of claim 16, wherein the authorization service is registered in a UDDI registry.

20. The gaming network system of claim 16, further comprising an authorization database and wherein the authorization service accesses the authorization database.

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21. The gaming network system of claim 15, wherein the authorization service is a local service in the gaming network.

22. The gaming network system of claim 21, wherein the authorization service is provided
20 at a well known location.

23. The gaming network system of claim 22, wherein the well known location comprises a TCP/IP address and port.

25 24. The gaming network system of claim 22, wherein the well known location comprises a message queue.

25. The gaming network system of claim 22, wherein the well known location comprises a file location for performing a file transfer operation.

26. The gaming network system of claim 21, wherein the authorization service is registered in a local environment for the service.

5 27. The gaming network system of claim 15, wherein the authorization server is further operable to return an authorization result to the service provider.

28. The gaming network system of claim 15, wherein the authorization result comprises an access list for a set of client credential submitted to the authorization server.

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